

PENDING CLAIMS

1. (Previously Presented) A gaming machine comprising:
 - a cabinet;
 - a door openably and closably supported by the cabinet;
 - a liquid crystal display unit which is supported by the door and which provides, at a front side of the liquid crystal display unit, an image associated with a game;
 - a transparent member which is supported by the door and through which the image provided by the liquid crystal display unit is visible, wherein the door includes
 - a frame partially located at a back side of the liquid crystal display unit,
 - and
 - a cover located at the front side of the liquid crystal display unit, covering a peripheral portion of the liquid crystal display unit, and having a central opening so that the front side of the liquid crystal display unit is exposed through the central opening and is visible through the transparent member;; and
 - a rubber buffer located between the liquid crystal display unit and the frame and in contact with the liquid crystal display unit and the frame.
2. (Original) The gaming machine according to claim 1, wherein the transparent member is a glass plate or a touch panel.
3. (Previously Presented) The gaming machine according to claim 1, including a plurality of the rubber buffers, all of the rubber buffers being identical.
4. (Previously Presented) The gaming machine according to claim 1, wherein the rubber buffer supports the liquid crystal display unit and the transparent member and maintains a separation between the liquid crystal display unit and the transparent member.

5. (Previously Presented) The gaming machine according to claim 1, wherein the rubber buffer has a first groove in which part of the liquid crystal display unit is located and a second groove, spaced from the first groove, and in which part of the transparent member is located.

Claim 6 (Cancelled).

7. (Previously Presented) The gaming machine according to claim 4, wherein the frame has a recess in which the liquid crystal display unit, held by the rubber buffer, is located.

Claim 8 (Cancelled).

9. (Previously Presented) The gaming machine according to claim 1, wherein an end face of the liquid crystal display unit has a hollow extending in a direction perpendicular to the end face, and
the rubber buffer has a projection with a shape complementary to the hollow,
and
the projection is located in the hollow.

Claim 10 (Cancelled).

11. (Previously Presented) The gaming machine according to claim 1, wherein the frame has a recess in which the liquid crystal display unit, held by the rubber buffer, is located.

12. (Previously Presented) The gaming machine according to claim 1, wherein the transparent member has at least one corner, and

the gaming machine further comprises a second rubber buffer which covers the corner of the transparent member.

13. (Previously Presented) The gaming machine according to claim 1, wherein the liquid crystal display unit has at least one projection on an end face of the liquid crystal display unit,
the projection projects in a direction perpendicular to the end face, and
the rubber buffer covers the projection.

14. (Previously Presented) The gaming machine according to claim 13, wherein the frame has a recess in which the liquid crystal display unit, held by the rubber buffer, is located.

15. (Previously Presented) The gaming machine according to claim 13, wherein the frame has a hole in which the rubber buffer is located.

Claim 16 (Cancelled)

17. (Previously Presented) The gaming machine according to claim 13, wherein the transparent member has at least one corner, and
the gaming machine further comprises a second rubber buffer which covers the corner of the transparent member.

Claim 18 (Cancelled).

19. (Previously Presented) The gaming machine according to claim 13, wherein the projection has a holding portion for holding the rubber buffer, and
the rubber buffer is held by the holding portion.

20. (Previously Presented) The gaming machine according to claim 19, wherein the holding portion includes a cutout located at a tip of the projection and having a width,

the rubber buffer includes a groove having a width and which is shaped so that part of the rubber buffer has a width equal to the width of the cutout, and the groove has a width corresponds to thickness of the projection, and

the holding portion is located in the groove of the rubber buffer.

21. (Previously Presented) The gaming machine according to claim 13, wherein the frame includes an outer frame and an inner frame, the inner frame being fixed to the outer frame, and

the rubber buffer is fixed to the inner frame.

Claims 22-26 (Cancelled).